Simplicial surfaces in GAP

Markus Baumeister

??.08.2017

General polygonal complexes by incidence geometry

2 Edge colouring and group properties

Abstract folding

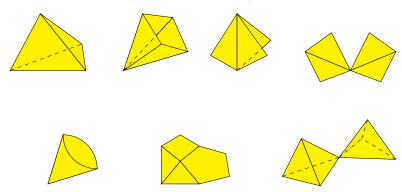
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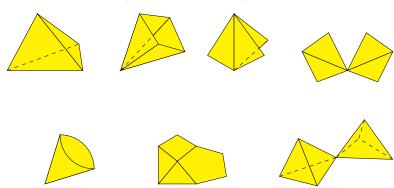
3 Abstract folding

 ${\sf Goal: simplicial \ surfaces \ (and \ generalisations) \ in \ {\sf GAP}}$

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→ examples of polygonal complexes

We do not work with embeddings (mostly)

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- → incidence structure is intrinsic

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ullet set of vertices ${\cal V}$

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•2

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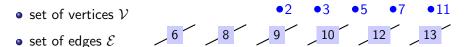
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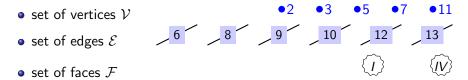
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- set of vertices \mathcal{V} 2 3 5 7 11 • set of edges \mathcal{E} 6 8 9 10 12 13
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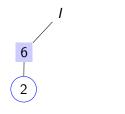
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- $\bullet \ \ \mathsf{transitive} \ \ \mathsf{relation} \ \ \subseteq \big(\mathcal{V} \times \mathcal{E}\big) \uplus \big(\mathcal{V} \times \mathcal{F}\big) \uplus \big(\mathcal{E} \times \mathcal{F}\big) \\$

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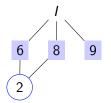
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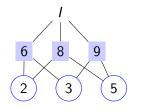


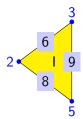
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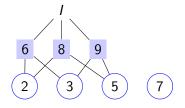


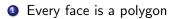


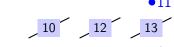
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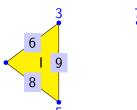
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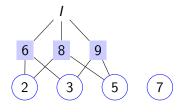


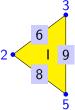




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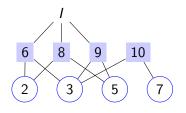


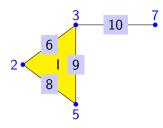
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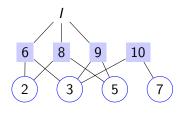
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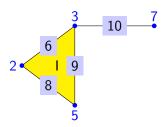




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• 11

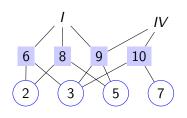
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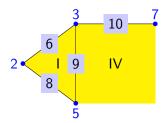
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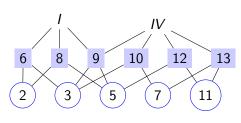
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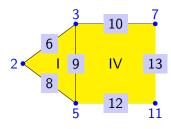




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Polygonal complexes

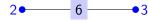
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Polygonal complexes

A **polygonal complex** is a two–dimensional incidence structure of vertices, edges and faces, such that:

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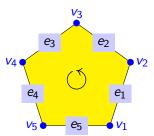
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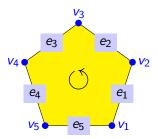
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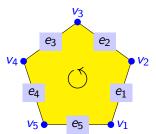


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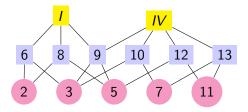


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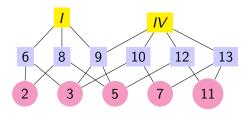
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 \leadsto reduce to graph isomorphism problem Solved by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

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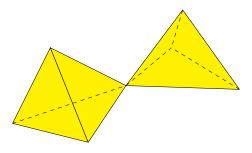
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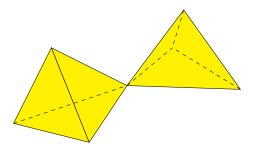
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- → ramified polygonal surfaces

Typical example of ramified polygonal surface:

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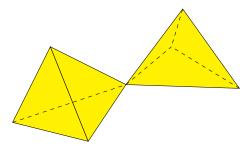


Typical example of ramified polygonal surface:



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Typical example of ramified polygonal surface:



 \Rightarrow It is not a surface – there is a *ramification* at the central vertex A **polygonal surface** does not have these ramifications.

General polygonal complexes by incidence geometry

2 Edge colouring and group properties

Abstract folding

Given: A polygonal complex

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• Can it be embedded?

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Simplifications:

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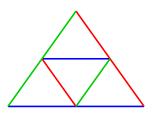
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- → Edge—colouring encodes different lengths

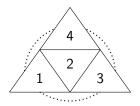


Colouring as permutation

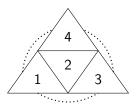
Colouring as permutation

Consider tetrahedron

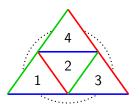
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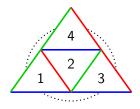
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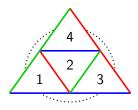


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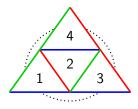


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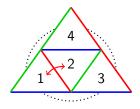
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 $simplicial surface \Rightarrow$ at most two faces at each edge

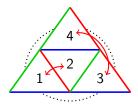
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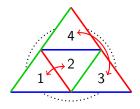
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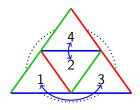
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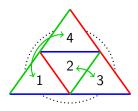
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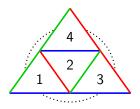
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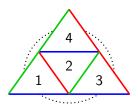
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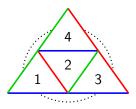
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 - ▶ The connected components of the surface correspond to

Consider tetrahedron with edge colouring



 $simplicial \ surface \Rightarrow at \ most \ two \ faces \ at \ each \ edge$

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 - (1,2)(3,4) , (1,3)(2,4) , (1,4)(2,3)
- → group theoretic considerations
 - ► The connected components of the surface correspond to the orbits of $\langle \sigma_a, \sigma_b, \sigma_c \rangle$ on the faces

Consider a face of the surface

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Consider a face of the surface and a neighbouring face



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Consider a face of the surface and a neighbouring face The neighbour can be coloured in two ways:





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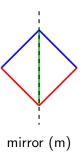


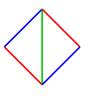
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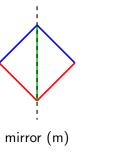


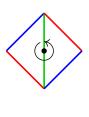
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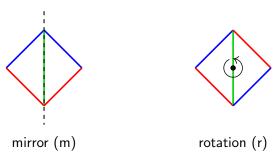


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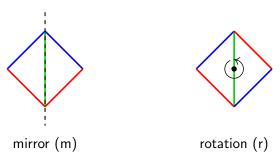


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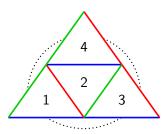
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Permutations and mr-assignment uniquely determine the surface.

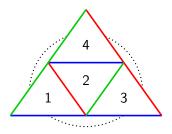
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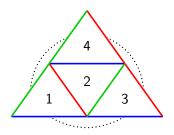


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The easiest structure is an mmm-structure.

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- Covering pulls back a colouring of the triangle.
- Colouring defines a map to the triangle.

Start with three involutions σ_a , σ_b , σ_c

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There exists a coloured surface with the given involutions where all edges are mirror edges.

The faces are the points moved by the involutions

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- The faces are the points moved by the involutions
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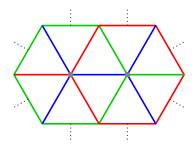
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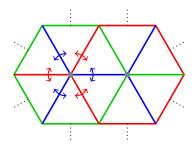
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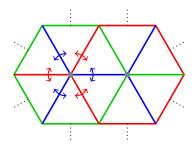
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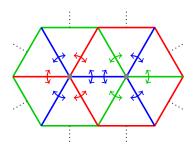
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Start with three involutions σ_a , σ_b , σ_c (like generators of a finite group)

Lemma

- The faces are the points moved by the involutions
- The edges are the cycles of the involutions
- The vertices are the orbits of $\langle \sigma_a, \sigma_b \rangle$ on the faces (for all pairs)



Construction example $\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$

$$\sigma_a = (1,2)(3,4)(5,6)(7,8)$$

$$\sigma_b = (1,4)(2,3)(5,8)(6,7)$$

$$\sigma_a = (1,2)(3,4)(5,6)(7,8)$$

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$$\sigma_a = (1,2)(3,4)(5,6)(7,8)$$

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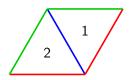
$$\sigma_c = (1,5)(2,6)(3,7)(4,8)$$



$$\sigma_a = (1,2)(3,4)(5,6)(7,8)$$

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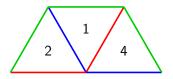
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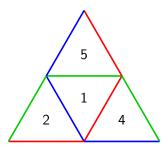
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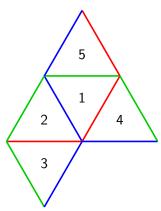
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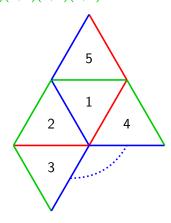
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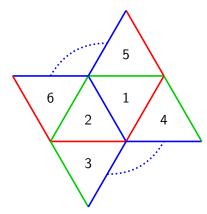
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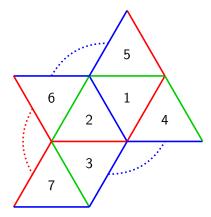
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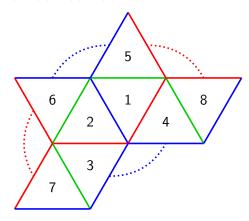
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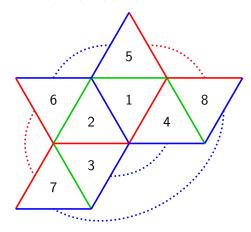
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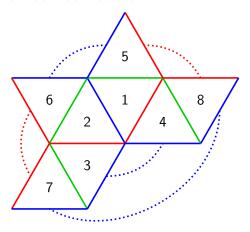
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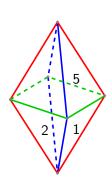


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General polygonal complexes by incidence geometry

2 Edge colouring and group properties

3 Abstract folding